

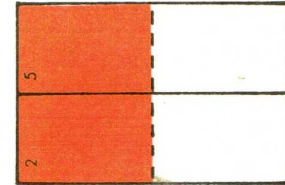
FIGHTING AT WORLD'S EDGE

Scenario 206



TARALDSVIKFJELL, NORWAY, May 28, 1940: With the disastrous situation around Dunkerque entering its final stages, the Allied High Command decided that the operation around Narvik would have to be halted, though the city itself was to be taken in order to cover the evacuation and to ensure complete destruction of the port. The final assault would be carried out by two battalions of the French Foreign Legion supported by two tanks and one battalion of Norwegian troops landing just north of Narvik. At the same time an attack from the south would be launched by a Polish unit in an effort to completely cut off the German troops in Narvik.

Board Configuration



VICTORY CONDITIONS

To win the Allies must exit seven *squads* off any south edge hexes. The fate of the French tanks is inconsequential. The Germans win by avoiding the Allied victory conditions.

French AFV Entry Table (Special Rule 206.3)

- Die Roll 1, 2 = One H39 will enter this turn on any north edge hex.
- Die Roll 3 = Two H39s will enter this turn on any north edge hex.
- Die Roll 4, 5 = Roll again next turn.
- Die Roll 6 = No H39 will enter during scenario.

TURN RECORD CHART

⊙ Allies set up first	1	2	3	4	5	6	7	8	9	END
⊕ German moves first										



Set up anywhere within playing area of board 5 north of row "4" inclusive;
Elements 13th Demi-Brigade Foreign Legion:

4-5-8	3-1	8-0	4-11 B12	2-7 B11+	60 #2-24 SPP
10	3			3	



Elements 6th Norwegian Division:

4-4-7	8-1	8-0	4-11 B11+	2-6 B11+
7				2

Elements 342nd Independent Company, enter per Special Rule 206.3:

14
37 ⁽⁴⁾ -/2
0/2



Elements 2nd Battalion, 139th Regiment, 3rd Mountain Division, set up anywhere on board 2 playing area;

4-6-8	2-4-8	9-2	5-1	8-0	6-16 B12	4-12 B12	2-8 B12	B11-	50 #2-13	37L
8			2				3			



SPECIAL RULES

206.1 Because of frozen ground conditions, entrenchments *may not* be constructed during the scenario.

206.2 The general terrain of Norway did not lend itself to AFV movement, therefore all AFV's must roll for immobilization (39.1) for each change in elevation made *unless* made while in "crew exposed" status.

206.3 To determine the number of French tanks that will enter, and when; roll one die each friendly movement phase and consult the table below. Once a result other than 4 or 5 is rolled, the table is no longer consulted.

206.4 All German squads and half squads have their morale reduced by one if any two level "3" hexes are occupied exclusively by an unbroken Allied unit. This effect takes place immediately and may be reversed any number of times through the scenario.

206.5 The playing area is restricted to those hexes west of row P (inclusive).

AFTERMATH: As the Allied troops north of Narvik moved out from their landing area any armor support they had hoped for was lost when both French tanks bogged down in the sand. Going ahead without the support, the Allied battalions attempted to gain control of the western approaches to Narvik by working their way around the slopes of the Taraldsvikfjell. Here the French and Norwegian battalions met with determined German resistance and were repeatedly driven back from the slopes. By holding the Taraldsvikfjell the Germans were able to prevent a flanking maneuver of the Narvik peninsula and allow the withdrawal of the troops occupying Narvik. By noon the withdrawal had been completed and the positions on the Taraldsvikfjell were relinquished to the Allies shortly thereafter.